

NOTICES OF FINAL RULEMAKING

The Administrative Procedure Act requires the publication of the final rules of the state's agencies. Final rules are those which have appeared in the *Register* 1st as proposed rules and have been through the formal rulemaking process including approval by the Governor's Regulatory Review Council. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the *Arizona Administrative Register* after the final rules have been submitted for filing and publication.

NOTICE OF FINAL RULEMAKING

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

PREAMBLE

1. Sections Affected

R19-3-318	<u>Rulemaking Action</u>
R19-3-319	New Section
R19-3-320	New Section
R19-3-321	New Section
2. The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):

Authorizing statute: A.R.S. § 5-504
Implementing statute: A.R.S. § 5-504
3. The effective date for the rules.

July 19, 1996
4. A list of all previous notices that appearing in the Register addressing the final rule:

Notice of Rulemaking Docket Opening:
2 A.A.R. 1357, March 29, 1996

Notice of Proposed Rulemaking:
2 A.A.R. 1770, May 17, 1996

Correction to Notice of Proposed Rulemaking:
2 A.A.R. 2052, May 24, 1996
5. The name and address of agency personnel with whom persons may communicate regarding the rule:

Name: Sandy Williams, Executive Director

Address: Arizona State Lottery Commission
4740 East University
Phoenix, Arizona 85034

Telephone: (602) 921-4400
6. An explanation of the rule, including the agency's reasons for initiating the rule:

The rules set forth provisions unique to the conduct of the Arizona Lottery's instant games. The provisions of these rules are necessary to implement the requirements of A.R.S. § 5-504(B) which have not been specified generically in R19-3-301. The unique provisions described in these rules are the nature and location of play symbols, the ticket number, the validation code, the prize denominations, and the method of selecting a winning ticket.
7. A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant of authority of a political subdivision of this state:

Not applicable.
8. The summary of the economic, small business, and consumer impact:

These games will provide our players with a larger variety of instant games with a potential increase in sales. The only impact these rules have upon Lottery retailers is to specify how they determine if a ticket is a winning ticket and, if so, the prize amount.
9. A description of the changes between the proposed rules, and final rules:

R19-3-318. "Instant Jackpot"

The following appeared in the proposed rule (E): "If "WIN" appears in the 1st 3 play spots in either "PLAY 1", "PLAY 2", "PLAY 3", or "PLAY 4", the ticket holder automatically wins the prize in the "PRIZE" box for the corresponding row." The adopted rule reads, "If "WIN" appears in any of the 1st 3 play spots in either PLAY 1", "PLAY 2", "PLAY 3", or "PLAY 4", the ticket holder

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automatically wins the prize in the "PRIZE" box for the corresponding row."

The following was added to the prize structure in (E): "WIN" symbol will equal the amount indicated in the corresponding prize box and will be 1 of the following:

\$1	=	\$1 (one dollar) or
\$2	=	\$2 (two dollars) or
\$5	=	\$5 (five dollars) or
\$10	=	\$10 (ten dollars)
\$500	=	\$500 (five hundred dollars)

R19-3-319. "Cactus Cash"

- A. The "\$4" play symbol was removed in the adopted rules.
- C. The "\$4" play symbol and corresponding caption "FOURDOL" were removed in the adopted rules.

10. A summary of the principal comments and the agency response to them:

No comments were received by the agency.

11. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:

Not applicable.

12. Incorporations by reference and their location in the rules:

None.

13. Whether the rule was previously adopted as an emergency rule and, if so, whether the text was changed between adoption as an emergency and the adoption of these final rules:

No.

14. The full text of the rule:

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

ARTICLE 3. INSTANT LOTTERY GAMES

Section

<u>R19-3-318:</u>	<u>"Instant Jackpot"</u>
<u>R19-3-319:</u>	<u>"Cactus Cash"</u>
<u>R19-3-320:</u>	<u>"Money Bags"</u>
<u>R19-3-321:</u>	<u>"Ace in the Hole"</u>

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-318: "Instant Jackpot"

- A.** Three play symbols, which are contiguous to each other in 4 rows, appear under the latex in the play area located on the right side on the front of the ticket and are 1 of the following:



- B.** The word "PRIZE" appears to the right of each row of play symbols and is 1 of the following:

Play Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$10	TENDOL
\$50	FTYDOL
\$500	FIVHUND
\$5,000	FIVTHOU

- C.** The pack-ticket number begins with 600001. The pack-ticket number is located in the lower-left side on the back of the ticket.

- D.** The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$50, \$100, \$200, or \$500 tickets. The retailer valida-

tion code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	FFY	=	\$50
TWO	=	\$2	ONH	=	\$100
FIV	=	\$5	TWH	=	\$200
TEN	=	\$10	FHN	=	\$500

- E.** A prize winner in the "INSTANT JACKPOT" instant game is determined by removing the latex from the play area on the front of the ticket to determine the twelve play symbols in "PLAY 1", "PLAY 2", "PLAY 3", and "PLAY 4" and the 4 prize symbols in the "PRIZE" box in "PLAY 1", "PLAY 2", "PLAY 3", and "PLAY 4". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches any 3 like play symbols in Illustration "A" in either "PLAY 1", "PLAY 2", "PLAY 3", or "PLAY 4", he or she wins the prize in the corresponding "PRIZE" box. If "WIN" appears in any of the 1st 3 play spots in either "PLAY 1", "PLAY 2", "PLAY 3", or "PLAY 4", the ticket holder automatically wins the prize in the "PRIZE" box for that corresponding row. There are 4 chances to win on a ticket. The prizes in the "PRIZE" play area are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$1 + \$1 + \$1 + \$2	=	\$5 (five dollars) or
\$1 + \$2 + \$2	=	\$5 (five dollars) or
\$5	=	\$5 (five dollars) or
\$5 + \$2 + \$2 + \$1	=	\$10 (ten dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$10	=	\$10 (ten dollars) or
\$50	=	\$50 (fifty dollars) or

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<u>\$50 + \$50</u>	=	<u>\$100 (one hundred dollars)</u>
	or	
<u>\$50 + \$50 + \$50 + \$50</u>	=	<u>\$200 (two-hundred dollars)</u>
	or	
<u>\$500</u>	=	<u>\$500 (five hundred dollars)</u>
	or	
<u>\$5,000</u>	=	<u>\$5,000 (five thousand dollars) or</u>
<u>\$5,000 + \$5,000 + \$5,000</u>	=	<u>\$15,000 (fifteen thousand dollars)</u>

"WIN" symbol will equal the amount indicated in the corresponding prize box and will be 1 of the following:

<u>\$1</u>	=	<u>\$1 (one dollar) or</u>
<u>\$2</u>	=	<u>\$2 (two dollars) or</u>
<u>\$5</u>	=	<u>\$5 (five dollars) or</u>
<u>\$10</u>	=	<u>\$10 (ten dollars) or</u>
<u>\$500</u>	=	<u>\$500 (five hundred dollars)</u>

Illustration "A"



R19-3-319. "Cactus Cash"

A. Nine play symbols, which are contiguous to each other in 3 rows, appear under the latex in the play area located on the right side of the front of the ticket and are 1 of the following: "Ψ", "\$1", "\$2", "\$5", "\$10", "\$20", "\$100", or "\$1,000" with confirming captions.

B. A pack-ticket number beginning with 700001 is located in the lower-left portion on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
<u>Ψ</u>	<u>DOUBLE</u>
<u>\$1</u>	<u>ONEDOL</u>
<u>\$2</u>	<u>TWODOL</u>
<u>\$5</u>	<u>FIVEDOL</u>
<u>\$10</u>	<u>TENDOL</u>
<u>\$20</u>	<u>TWENTY</u>
<u>\$100</u>	<u>ONEHUND</u>
<u>\$1,000</u>	<u>ONETHOU</u>

D. The retailer validation code verifies instant winners of \$1, \$2, \$4, \$5, \$10, \$20, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

<u>ONE</u> = <u>\$1</u>	<u>TEN</u> = <u>\$10</u>
<u>TWO</u> = <u>\$2</u>	<u>TWY</u> = <u>\$20</u>
<u>FOR</u> = <u>\$4</u>	<u>ONH</u> = <u>\$100</u>
<u>FIV</u> = <u>\$5</u>	

E. A prize winner in the "CACTUS CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 9 play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches 3 like play symbols, he or she wins that prize. If the player matches 3 like play symbols plus a "Ψ", the prize amount is doubled. There may be only 1 prize per ticket. The prizes are as follows:

<u>Match 3</u>	<u>\$1</u>	=	<u>\$1 (one dollar) or</u>
<u>Match 3</u>	<u>\$1 + Ψ</u>	=	<u>\$2 (two dollars) or</u>
<u>Match 3</u>	<u>\$2</u>	=	<u>\$2 (two dollars) or</u>
<u>Match 3</u>	<u>\$2 + Ψ</u>	=	<u>\$4 (four dollars) or</u>
<u>Match 3</u>	<u>\$5</u>	=	<u>\$5 (five dollars) or</u>
<u>Match 3</u>	<u>\$5 + Ψ</u>	=	<u>\$10 (ten dollars) or</u>

<u>Match 3</u>	<u>\$10</u>	=	<u>\$10 (ten dollars) or</u>
<u>Match 3</u>	<u>\$10 + Ψ</u>	=	<u>\$20 (twenty dollars) or</u>
<u>Match 3</u>	<u>\$20</u>	=	<u>\$20 (twenty dollars) or</u>
<u>Match 3</u>	<u>\$100</u>	=	<u>\$100 (one hundred dollars) or</u>
<u>Match 3</u>	<u>\$1,000</u>	=	<u>\$1,000 (one thousand dollars)</u>

R19-3-320. "Money Bags"

A. Four play symbols, which are in a horizontal row, appear under the latex in the play area located on the center-right portion of the ticket with "YOUR NUMBER", printed above each play symbol, and are 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions. One winning number symbol appears on the upper-right portion of the play area with "WINNING NUMBER" printed above and is 1 of the following: "1", "2", "3", "4", "5", "6", "7", "8", or "9" with confirming captions.

B. A pack-ticket number beginning with 800001 is located in lower-left portion on the back of the ticket.

C. "YOUR NUMBER" play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
<u>1</u>	<u>ONE</u>
<u>2</u>	<u>TWO</u>
<u>3</u>	<u>THREE</u>
<u>4</u>	<u>FOUR</u>
<u>5</u>	<u>FIVE</u>
<u>6</u>	<u>SIX</u>
<u>7</u>	<u>SEVEN</u>
<u>8</u>	<u>EIGHT</u>
<u>9</u>	<u>NINE</u>

D. "WINNING NUMBER" play symbol captions correspond with and verify each of the winning number symbols as follows:

Play Symbol	Caption
<u>1</u>	<u>ONE</u>
<u>2</u>	<u>TWO</u>
<u>3</u>	<u>THREE</u>
<u>4</u>	<u>FOUR</u>
<u>5</u>	<u>FIVE</u>
<u>6</u>	<u>SIX</u>
<u>7</u>	<u>SEVEN</u>
<u>8</u>	<u>EIGHT</u>
<u>9</u>	<u>NINE</u>

E. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
<u>\$1</u>	<u>ONEDOL</u>
<u>\$2</u>	<u>TWODOL</u>
<u>\$3</u>	<u>THRDOL</u>
<u>\$5</u>	<u>FIVEDOL</u>
<u>\$10</u>	<u>TENDOL</u>
<u>\$50</u>	<u>FTYDOL</u>
<u>\$100</u>	<u>ONEHUND</u>
<u>\$2,500</u>	<u>TWPFHUND</u>

F. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, or \$100. The retailer validation code which corresponds with and verifies each of these winners is as follows:

<u>ONE</u> = <u>\$1</u>	<u>TEN</u> = <u>\$10</u>
<u>TWO</u> = <u>\$2</u>	<u>TWY</u> = <u>\$20</u>
<u>FIV</u> = <u>\$5</u>	<u>FFY</u> = <u>\$50</u>
	<u>ONH</u> = <u>\$100</u>

G. A prize winner in the "MONEY BAG" instant game is determined by removing the latex from the play area on the front of

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the ticket to determine the 4 play symbols and the winning number symbol. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR NUMBER" symbol matches the "WINNING NUMBER" symbol, the player wins the prize amount directly under the play symbol. There may be 4 ways to win on a ticket. The prizes are as follows:

\$1	==	\$1 (one dollar) or
\$2	==	\$2 (two dollars) or
\$2 + \$2 + \$1	==	\$5 (five dollars) or
\$3 + \$2	==	\$5 (five dollars) or
\$5 + \$5	==	\$10 (ten dollars) or
\$5 + \$2 + \$3	==	\$10 (ten dollars) or
\$5 + \$5 + \$10	==	\$20 (twenty dollars) or
\$10 + \$5 + \$3 + \$2	==	\$20 (twenty dollars) or
\$50	==	\$50 (fifty dollars) or
\$100	==	\$100 (one hundred dollars) or
\$2,500	==	\$2,500 (two-thousand five hundred dollars)

R19-3-321. "Ace in the Hole"

A. Three play symbols appear in a column in the left side of the latex area with "YOUR CARD" printed above. Three play symbols appear in the center column of the latex area with "THEIR CARD" printed above. Three prize symbols appear in the right column in the latex area with "PRIZE" printed above. A prize symbol in the lower-right portion of the latex area appears with "HOLE CARD" printed above.

B. The play symbols and captions for "YOUR CARD" are as follows:



C. The play symbols and captions for "THEIR CARD" are as follows:



D. The play symbols and captions for "HOLE CARD" are as follows:



E. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$20	TWYDOL
\$40	FRYDOL
\$250	2HUND50
\$10,000	TENTHOU

F. A pack-ticket number beginning with 900001 is located in the lower-left portion on the back of the ticket.

G. The retailer validation code verifies instant winners of \$1, \$2, \$3, \$5, \$10, \$15, \$40, and \$250. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	==	\$1	TEN	==	\$10
TWO	==	\$2	FTN	==	\$15
THR	==	\$3	FTY	==	\$40
FIV	==	\$5	THF	==	\$250

H. A prize winner in the "ACE IN THE HOLE" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 3 play symbols in the column labeled "YOUR CARD", the 3 play symbols in the column marked "THEIR CARD" and the 3 prize symbols in the column marked "PRIZE". Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player's "YOUR CARD" beats "THEIR CARD" in either "HAND 1", "HAND 2", or "HAND 3", the player wins the prize shown in the corresponding "PRIZE" box. If an "Ace" appears in the "HOLE CARD", the player wins the amounts of all 3 "PRIZE" boxes. There may be 3 winning games on a ticket. The prizes are as follows:

\$1	==	\$1 (one dollar) or
\$1 + \$1	==	\$2 (two dollars) or
\$2	==	\$2 (two dollars) or
\$1 + \$1 + \$1	==	\$3 (three dollars) or
\$5	==	\$5 (five dollars) or
\$1 + \$2 + \$2	==	\$5 (five dollars) or
\$5 + \$5	==	\$10 (ten dollars) or
\$5 + \$5 + \$5	==	\$15 (fifteen dollars) or
\$20 + \$20	==	\$40 (forty dollars) or
\$40	==	\$40 (forty dollars) or
\$250	==	\$250 (two hundred fifty dollars) or
\$10,000	==	\$10,000 (ten thousand dollars)